LEAPSTER

EDUCATIONAL GAME SYSTEM ACCESSORIES

RECHARGING SYSTEM

The Leapster™ Recharging System is the fast, easy and kid-friendly way to keep the Leapster handheld charged and ready for hours of learning play! It's easy! Just insert the included rechargeable battery pack, and then dock your Leapster handheld to recharge the batteries. In less than 3 hours, you're ready for more action-packed learning fun! Also includes AC adapter, so you can power the Leapster directly from an AC outlet!

Includes:

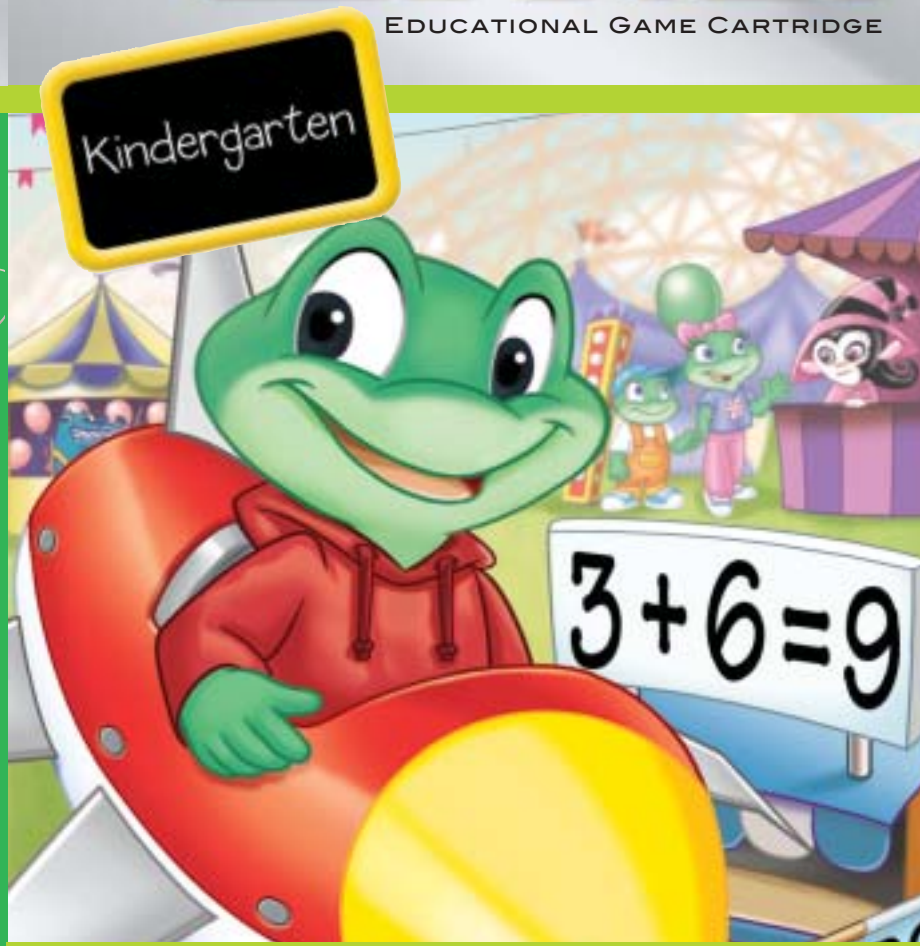
- Recharging dock
- Rechargeable battery pack
- AC adapter

CARRYING CASE

This protective carrying case holds the Leapster™ handheld, plus 6 software cartridges!

LEAPSTER™

EDUCATIONAL GAME CARTRIDGE



PARENT GUIDE

WWW.LEAPFROG.COM

THIS GUIDE CONTAINS IMPORTANT INFORMATION.
PLEASE KEEP IT FOR FUTURE REFERENCE.

Check Out the Ever-Growing

LEAPSTER

Educational Game Library!

Leapster™ Dora the Explorer

¡Hola! Dora and Boots are helping rescue animals, and they need your help! You can choose from 5 learning games and 3 interactive storylines that teach 45 essential pre-kindergarten and kindergarten skills! ¡Vamonos! Let's go!

Leapster™ SpongeBob SquarePants

A new restaurant in Bikini Bottom means competition for the Krusty Krab. SpongeBob has an idea to save the day—he'll make a new, improved Krabby Patty sauce that will win back customers! Play 5 action-packed learning games that teach 45 skills as you help SpongeBob collect ingredients, create the sauce, and test it on Patrick!

Leapster™ Kindergarten

Welcome to Carnival Marvel! Step right up to play 6 fun-filled learning games that teach 45 essential kindergarten reading and math skills. Play learning games and you can earn tickets to buy monster parts. Then build a complete monster and teach it a silly dance so it can take the stage!

Check Out the Ever-Growing

LEAPSTER

Educational Game Library!

Leapster™ 1st Grade

Join Leap, Lily and Tad at the Beach Boardwalk, and play 6 action-packed learning games that teach 60 essential first grade reading and math skills! Play learning games, and you can earn tokens to race cars at the grand opening of the RC Racetrack!

Leapster™ OnionSkin

Let your imagination run wild! Leapster OnionSkin: Draw, Write, Create combines over 150 in-depth lessons with the tools to create anything you can imagine. Dozens of interactive lessons and creative tools make this an open-ended educational and creativity game that kids won't want to put down!

Leapster™ Math Baseball

It's game time, and you'll need to use your math skills to help your team win the baseball championship! Pitch, hit and field as you play 5 learning games that automatically adjust to your skill level—to keep you learning at just the right pace! Get ready to hit a home run!

WELCOME TO LEAPSTER™

Step right up to play six fun-filled learning games that teach over 45 essential kindergarten reading and math skills.

Monsters, balloons and silly characters—they're all here at Carnival Marvel! Buy monster parts with the reward tickets you earn playing games, and you can build your own monster and bring it to life at Monster Theater!

1 Getting Started:
Insert the cartridge with the black side facing front. Press the On/Off button to begin.

Sign In

2

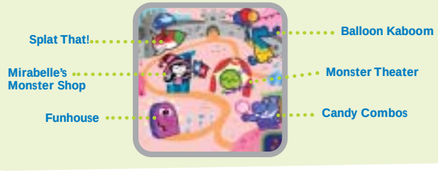
1. Follow the on-screen instructions to sign in.
2. The Leapster™ handheld will store the game information of up to 3 players. To remove a player, touch the "x" button on the screen.

Game Selection Screen

3

The Leapster™ Kindergarten software has 6 action-packed learning games. Touch a game icon with the stylus to start the game. Players can also use the directional arrows to scroll through and highlight games, then press the big blue button to start the game. To skip the intro movie, touch the screen with the stylus or press the big blue button.

To turn off the background music, touch the tab with the music note. Select "music on" or "music off" and OK to confirm. This setting will return to "music on" each time the unit is powered on.



All images in this Parent Guide are representative only of gameplay and do reflect actual screenshot pixelization.

EDUCATIONAL SKILLS SUMMARY

Leapster™ Kindergarten games help teach over 45 skills in the areas of reading, language arts and mathematics. These skills are derived from LeapFrog's guideline of approximately 1,200 skills that are aligned with key state standards, and that identify what teachers are expected to teach and what students are expected to learn at each given grade level.

READING	MATHEMATICS	OTHER

	Understand events, actions, characters, dialogue	Recognize feelings	Match picture to spoken words	Sort common words into basic categories	Understand question & position words	Distinguish letters from numbers and/or letters from words	Recognize and name upper/lowercase letters of the alphabet	Differentiate and/or match upper and lowercase letters	Identify rhyming words	Differentiate beginning and ending sounds	Substitute sounds in words	Identify initial and final sound of a picture prompt	Segment one-syllable spoken words into individual phonemes	Recognize words from blended sounds and phonemes	Note initial and final letter in common word	Match letters to their regular sound	Recognize regular long/short vowel and consonant sounds	Note similarities and differences between objects or groups	Group objects by similar characteristics	Identify matching groups of objects	Count to ten (we count to 20)	Count up to 5 objects (we count to 9)	Use mathematics terms	Understand total of combined groups	Compare and order whole numbers (0-10)	Identify missing number in sequence	Use numbers to indicate quantity	Recognize numerals	Relate numeral and number word	Use ordinal numbers	Skip count to ten by twos, by fives and tens to 50	Recognize add and subtract symbols and understand their function	Model addition	Recognize a shape that has changed orientation	Know basic position terms	Predict figure formed by joining two or more shapes	Identify and/or classify basic shapes	Recognize characteristics of common shapes and objects	Match ad extend simple patterns	Communicate about math concepts	Understand simple number or shape patterns	Use logical reasoning	Classify objects by various attributes	Define a set by its elements	Kinesthetic awareness
Balloon Kaboom	●		●	●	●	●		●										●	●	●							●	●	●					●			●	●				●	●	●	●
Funhouse	●		●		●	●	●							●		●	●									●									●									●
Candy Combos	●		●		●	●	●	●			●		●	●	●	●	●				●				●	●	●	●	●	●						●		●			●	●	●		●
Splat That	●		●		●				●	●	●	●	●		●	●	●									●																		●
Monster Shop	●		●																	●	●	●	●			●	●	●			●	●								●			●		●
Monster Theater	●	●	●																							●									●									●

Learning at All Levels

Games that teach reading and math skills advance through three levels of difficulty. Each level increases in the complexity of both the skills being taught and the facility needed to play the games. In *Candy Combos,* for example, the levels go from 1) extending patterns of basic colors and shapes; to 2) filling in the missing elements in a sequence of capital and lowercase letters, or numbers skip counted by 2s; to 3) completing patterns by filling in the initial consonant or medial vowel to make a word. The player may practice at any given level as long as they like.

How a Tutorial Works

The goal of a tutorial is to provide a strategy for breaking down a skill into its smaller parts. A tutorial is activated when the player presses [Help button icon] or gets several incorrect answers. In *Candy Combos,* for example, if a player has responded incorrectly, Edison will break down the steps for identifying the sequence. Edison then prompts the player to try again. If the player succeeds, then game play continues. If not, then the player is guided more directly to the correct answer.

Collecting Tickets

Players are awarded red and blue tickets as they successfully complete the games. They can use these tickets to purchase new monster parts at Mirabelle's Monster Shop. At Monster Theater, they can assemble new monsters using these parts, and help them dance in the show!

FUNHOUSE

HOW TO PLAY

Welcome to the Funhouse! Using the arrow pad and action buttons, players navigate an obstacle course. They go up ladders, down slides, onto trampolines, and even take rides on swinging vines. The object of the game is to build words by collecting letters along the way. But beware! There are spooky spiders, goofy ghosts, bursting bubbles, and fast-falling snowballs to block the way. Scoring: Players earn one ticket for each round of play, and an additional ticket for any round that breaks the player's record for speed.

WHAT'S BEING TAUGHT?

Sound Sense: An understanding that a word is made up of several sounds; the ability to segment sounds in words to spell them, and blend sounds together to read them.

Letter Recognition: Players must recognize capital letters and identify letters by name.

Letters and Sounds: Players match letters to their sounds.

Word Recognition: Players use the order of letters and sounds to recognize simple words.

Following Directions: Players understand directional words, such as *up, down, left* and *right;* and follow simple one-step directions.

WHY IS THAT IMPORTANT?

Children must learn that words are made up of separate sounds and that words can be broken down into their sounds, or "sounded out." *Segmenting* helps children separate words into sounds. To spell, we break down words into their sounds. *Blending* helps children hear how sounds are put together to make words. To read, we blend sounds together.

SPLAT THAT!

HOW TO PLAY

Test your skill at this midway booth! How quickly can you "splat" a moving target? Players use arrow keys to toggle the booth's sprayer into place to *splat* specific picture words. Players press the big blue button to watch the water fly! Targets include picture words that start with the same sound, end with the same sound, or rhyme. **Scoring:** Players receive tickets when they *splat* the right targets. After 3 right answers, players move to a bonus round.

WHAT'S BEING TAUGHT?

Sound Sense: The ability to segment and substitute sounds in words.

Level 1: Players identify picture words with the same beginning sound.

Level 2: Players identify picture words that rhyme.

Level 3: Players identify picture words with the same ending sound.

Auditory Discrimination: The ability to note similarities and differences among spoken words.

Visual/Auditory Associations: The ability to identify beginning, middle and ending sounds from pictures; and match pictures to spoken words.

Hand-Eye Coordination: The ability to coordinate the timing and movement of the hand to an image moving across the screen.

WHY IS THAT IMPORTANT?

Once children are able to discriminate sounds and segment the sounds in words, they can begin to expand their reading and spelling vocabularies through letter and sound substitutions. The word *hhh-eenn*, for example, can easily become *BBB-eenn*, *mmm-eenn*, or *ttt-eenn* by substituting the beginning sound in the word. And by distinguishing between the ending sounds *nnn* and *nndd*, for example, children can avoid misreading or misspelling *Ben* as *bend*; *men* as *mend*, *ten* as *tend*. Finally, children love rhyming words—and they're a fun way to focus on the vowel sounds that are often difficult for a child to hear.

Balloon Kaboom

HOW TO PLAY

Step right up to make balloons KA-BOOM! As players "enter" this carnival booth, six balloons appear onscreen, each with a picture on it. Players are asked to find the balloon/picture with multiple attributes, or find the one that doesn't belong. Once players identify the correct balloon, they touch it with a stylus to make it POP. After game play, players move to a bonus round. **Scoring:** Players receive tickets based on the cumulative score of game play, plus the bonus round.

WHAT'S BEING TAUGHT?

Logical Reasoning/Classification: Recognizing characteristics of basic colors, shapes, numbers, letters and everyday objects; grouping objects by similar characteristics; defining a set by its elements.

Level 1: Players identify an image based on 2 specific attributes: shapes and colors; shapes and numbers; shapes and letters; numbers and colors; letters and colors; pictures and colors; letters and numbers.

Levels 2 and 3: Players determine which image is not like the others based on 2 or 3 specific attributes. A combination of any of the following may be included at these levels (with variations that make game play more challenging at Level 3): shapes, colors, numbers, letters, animals, clothing, food and transportation.

WHY IS THAT IMPORTANT?

Classification, or sorting by attribute, is a logical reasoning skill that has a wide variety of applications both at school and at home. Classification is essential to understanding basic science concepts. Children sort organisms and objects into groups according to their parts. Visual classification is important in classifying shapes. At home, there are many opportunities to sort things, such as, snacks into "health food" or "junk food," household objects into "breakable" or "unbreakable," or neighborhood places into "dangerous" or "safe." With each application of the skill, your child is developing his or her ability to "think things through."

Candy Combos

HOW TO PLAY

Moe the hippo needs help making candy for the customers coming out of the theater. Can players make enough sweet treats before the customers come? Using a stylus, players select and drag colors, shapes, numbers and letters onto shelves of cotton candy, ice cream and lollipops. The object of the game is to complete increasingly difficult patterns within a certain amount of time. **Scoring:** Players earn tickets based on the number of candies completed in a round.

WHAT'S BEING TAUGHT?

Logical Reasoning/Pattern Completion: Understanding simple patterns.

Level 1: Players extend patterns of basic colors, as well as colors and shapes.

Level 2: Players fill in the missing elements in sequences of capital and lowercase letters; numbers 1 to 20; numbers skip counted by 2s; patterns that have 2 variables; and patterns that mix capital and lowercase letters.

Level 3: Players complete patterns by filling in the beginning consonants or short vowels to make words, such as *can, bed, sit, fox, tub,* in the CVC (consonant-vowel-consonant) pattern.

Numeration: Recognizing numerals and making the connection between numerals and their values; comparing and ordering whole numbers; counting.

WHY IS THAT IMPORTANT?

Pattern completion is another reasoning skill that children are asked to apply to virtually every content area at some point in their school lives. In reading, for example, a specific application of this skill is building word families by changing the first letter of a word. Similarly, in math, a child's ability to recognize a pattern is key to the understanding of the number line. That is, all positive numbers appear in consecutive order to the right of zero and extend from *left* to *right;* all negative numbers appear to the left of zero and extend in order from *right* to *left.*

Mirabelle's Monster Shop

HOW TO PLAY

Make your own monster! Players use the tickets they have earned from playing other games to buy monster parts from Mirabelle the monkey. Using the stylus, players select monster parts that they can afford and then pay for the parts by feeding the correct number of tickets into the ticket machine. Players can then use the parts they buy to make their own monster in the Monster Theater game.

WHAT'S BEING TAUGHT?

Numeration: Recognizing numerals and making the connection between numerals and their numeric value; recognizing addition symbols and understanding their functions, using the math terms: *same, equal, more than, less than, one more than.*

Level 1: Players relate a number of objects to its numeral and number word; and count from 1 to 10.

Level 2: Players combine sets of tickets, solving simple addition problems by understanding the total of two combined groups.

Level 3: Players subtract one set of tickets from the total number needed to determine *how many more* tickets are required.

WHY IS THAT IMPORTANT?

The understanding that numbers are symbols for amounts provides the foundation on which to build computational skills. Children first learn that a set of objects has a numerical value. As they begin to combine those sets, by adding one more, for example, they are practicing simple addition. By taking one away from a set, they are learning simple subtraction. And since practice is key to the mastery of skills, one great way to get children to practice is to provide a motivating context, such as "trading" sets of tickets for monster parts!

Monster Theater

HOW TO PLAY

It's showtime! But Monstraso, the host of Monster Theater, is in trouble—he needs a dancing monster right away! Using the parts they purchased at Mirabelle's Monster Shop, players put together monsters and bring them to life.

Here's how to make a monster:

- Players cycle through the monster parts they purchased by entering the Dressing Room and touching the next arrow.
- Players use the stylus to drag the parts they like into the monster building area. To replace body parts, players drag them to the recycling bin.

Here's how to make a monster dance:

- Players touch the door to move to the jukebox room.
- Players touch the records to find the song they like, then touch the door to start the show.
- Players move their monster with the stylus to teach it how to dance.
- Players touch the red light to stop their monster from dancing in order to change its pose. They touch the green light to watch it perform and move it in its new position.

WHAT'S BEING TAUGHT?

Creativity, Music and Movement: An appreciation of the aesthetics of music and dance; an understanding that bodies respond to certain rhythms with specific kinds of movements.

WHY IS THAT IMPORTANT?

Music and movement are natural parts of a child's development. Youngsters love to move to music, to jump, roll, stretch and slide, and often express themselves in this way when given the chance. In addition to children's sheer enjoyment of music, musical activities can help teach sequencing, predicting, auditory memory, rhyme, and word play.

Try This at Home:

There are lots of great ways to help your child further develop math, reading and music skills—through activities that you can do together! Here are some fun and easy thought starters:

Reinforcing Reading Skills

- Sing a song like, "Old MacDonald." When you get to each animal name, say the name of the animal in parts. Have your child blend the parts to say the name as a whole.
- Say 3 words with the same beginning, middle or final sound. For example: *hand, hat, hen; feet, heat, sleep;* or *dog, big, flag.* Have your child guess the sound that is the same and add one more word to the list.
- Use magnetic letters to substitute the beginning and ending sounds in words. Transcribe the words onto colored paper to make a word chain. Hang the word chain around your child's room.
- Tell your child you are going on an imaginary trip and taking an item with you: *I am going to the beach and I'm taking a hat.* Take turns repeating this, each time adding an item that rhymes: *(a mat; my bat; my cat . . .)*
- Read aloud a book with rhyme, such as *Hop on Pop,* by Dr. Seuss. Leave out the final rhyming word in each stanza and ask your child to complete it.

Reinforcing Math Skills

- Go on a nature walk or visit a local zoo with your child. Make a list of animals that live on land, and those that live in the water.
- Make a pattern necklace by stringing colored cereal loops onto yarn or elastic cord. Take turns with your child creating and completing patterns with the colored loops.
- Decorate holiday cards or placemats with a patterned border design of special shapes that relate to the holiday. Leave out one shape in the pattern and ask your child to fill it in.
- Explain that to add means to "put together." Count out sets of small objects, such as jellybeans, with your child. Point to each object as you say, *I have one . . . two jellybeans. Now I add one . . . two more.* Help your child count out how many in all. Then, have your child use the process you've just modeled to count out and combine sets to 10. Reverse the procedure, beginning with the total and taking one, two, or three away from the set. Then, ask your child *how many are left?*
- Play "Pennies for the Piggy." Ask your child to count aloud as he or she drops 3 pennies into a piggy bank. Then, have your child count on, adding four more pennies to the bank, and tell you *how many in all.* Finally, help your child check to see if the total is correct by spilling the pennies from the bank and counting them again.

Reinforcing Music Skills

- Make musical instruments with your child: a shaker from a frozen orange juice container filled with rice and beans, a drum from an empty oatmeal container, or a tambourine from two aluminum pie plates.
- Use the instruments to accompany a well-known song, or create a rhythm of your own—and a dance to go with it.
- Encourage your child to move his or her whole body to the music. Tiptoe to a lullaby, or march to a marching song.

U. S. Consumer Service Contact:

Please visit our U.S./Canada Consumer Support Web site at *http://www.leapfrog.com/support,* 24 hours a day.

You can search for frequently asked questions, or submit a question to our support staff via e-mail.

U.S./Canada Office:

Telephone: (800) 701-LEAP (5327)

Hours: Monday through Friday, 5:00 AM to 7:00 PM and Saturday 7:00 AM to 4:00 PM, Pacific time.

U.K. Consumer Service Contact:

Please visit our U.K. Consumer Support Web site at *http://leapfroguk.custhelp.com,* 24 hours a day.

You can search for frequently asked questions, or submit a question to our support staff via e-mail.

U.K. Office:

Telephone: 0800 169 5435

Eire: 00 44 1702 200244

Hours: Monday through Friday, 9:00 AM to 5:00 PM.

IMPORTANT: Please notify the LeapFrog Consumer Service department of any difficulties before returning this product for any reason. Returns must have a Return Authorization number (RA#) in order to be processed. If the service representative is unable to solve the problem, you will be given instructions on how to replace the product.

Warranty Information

This LeapFrog product is warranted only to the original purchaser for a period of 3 months from the original purchase date, under normal use and service, against defective workmanship and material. This warranty is void if the product has been damaged by accident or unreasonable use, immersion in water, neglect, abuse, battery leakage or improper installation, improper service, or other causes not arising out of defects in workmanship or materials. Repair or replacement as provided under this warranty is the exclusive remedy of the purchaser. LeapFrog shall not be liable for any incidental or consequential damages for breach of any express warranty on this product. Any implied warranty of merchantability or fitness for a particular purpose on this product is limited to the duration of this warranty. Some states do not allow the exclusion or limitation of incidental or consequential damages, or limitation on how long an implied warranty lasts, so the above limitations or exclusions may not apply to you. This warranty gives you specific legal rights and you may also have other rights, which vary from state to state.

During the warranty period, your product will either be repaired or replaced at LeapFrog's option, when returned, shipping prepaid and with proof of purchase date as instructed by a LeapFrog service representative. In the event that your product is replaced, the replacement product will be covered under the original warranty or for 30 days, whichever is longer.

Canada: In addition to the above-referenced warranty, the hardware component shall be free from defects in material and workmanship for 12 months. The above express warranty and any applicable implied warranties are limited in duration to the warranty periods described above. Some provinces do not allow limitations on how long an implied warranty lasts, or the exclusion of incidental or consequential damages, so the above limitations do not apply to you. You may also have other rights, which vary from province to province.

U.K.: In addition to the above-referenced warranty, this LeapFrog product shall be free from defects in material and workmanship for 12 months where the 3-month warranty period is not valid. The above express warranty and any applicable implied warranties are limited in duration to the warranty periods described above. Some provinces do not allow limitations on how long an implied warranty lasts, or the exclusion of incidental or consequential damages, so the above limitations do not apply to you. You may also have other rights under U.K. law, which this warranty does not limit.

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